

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - a game;
  - 5 a display device adapted to display the game;
  - a plurality of positions in the game, wherein each position is in one of a plurality of position ranges;
  - a plurality of awards in the game, wherein said awards are associated with a plurality of said positions;
  - 10 a plurality of position moves associated with each of said position ranges in the game, wherein the position moves associated with a first position range includes positive values and the position moves associated with a second position range includes positive and negative values; and
  - a processor operable with said display device to control the play
  - 15 of the game by:
    - (a) determining an initial position from said plurality of positions;
    - (b) enabling a player to accept or reject any award associated with the determined position;
    - 20 (c) providing the player any award associated with the determined position if the player accepts said award;
    - (d) if the player rejects said award:
      - (i) selecting one of the plurality of position moves associated with the first range of positions if said determined position is in the
      - 25 first position range,
      - (ii) selecting one of the plurality of position moves associated with the second range of positions if said determined position is in the second position range,
      - (iii) determining another position from said plurality of
      - 30 positions, wherein said other position is based on at least one of the previous determined positions and said selected position move, and

(iv) repeating steps (b) to (d) at least once or until the player accepts said award.

2. The gaming device of Claim 1, said processor is operable to  
5 control the play of the game by enabling the player to determine said initial position.

3. The gaming device of Claim 1, wherein said other position is based on a plurality of the previous determined positions and said selected  
10 position move.

4. The gaming device of Claim 1, wherein said other position is based on each of the previous determined positions and said selected position move.  
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5. The gaming device of Claim 1, wherein the position moves in the second position range include a value component and a positive or negative component.

20 6. The gaming device of Claim 5, wherein said processor is operable to control the play of the game by enabling the player to determine said positive or negative component for at least one of said position moves.

25 7. The gaming device of Claim 5, wherein said processor is operable to control the play of the game by independently determining the value component and the positive or negative component for at least one of said position moves.

8. A gaming device comprising:  
a game;  
a display device adapted to display the game;  
a plurality of positions in the game;  
5 a plurality of awards in the game, wherein said awards are associated  
with a plurality of said positions;  
a plurality of position moves in the game;  
a terminator in the game;  
a processor operable with said display device to control the play of the  
10 game by:  
(a) causing a selection of one of said position moves;  
(b) determining one of said positions based on the selected position  
move;  
(c) associating the terminator with at least one of said position  
15 moves;  
(d) forming an offer based on any award associated with the  
determined position;  
(e) enabling the player to accept or reject said offer;  
(f) providing said offer to the player if the player accepts said offer;  
20 and  
(g) repeating steps (a) to (f) if the player rejects said offer, wherein  
steps (a) to (f) are repeated until the player accepts an offer or said terminator  
is associated with said selected position move.

25 9. The gaming device of Claim 8, wherein each position is based on  
the selected position move and any previously determined position.

10. The gaming device of Claim 8, wherein said processor is  
operable to control the play of the game by enabling the player to select said  
30 position moves.

11. A gaming device comprising:  
a game;  
a display device adapted to display the game;  
a plurality of positions in the game;  
5 a plurality of awards in the game, wherein a plurality of said awards are  
associated with a plurality of said positions;  
a plurality of position moves in the game;  
a terminator in the game;  
a processor operable with said display device to control the play of the  
10 game by:  
(a) causing a selection of one of said position moves;  
(b) determining one of said positions based on the selected position  
move;  
(c) associating the terminator with at least one of said position  
15 moves;  
(d) forming an offer based on any award associated with the  
determined position;  
(e) enabling the player to accept or reject said offer;  
(f) providing said offer to the player if the player accepts said offer;  
20 and  
(g) if the player rejects said offer:  
(i) increasing at least one award associated with at least one  
position, and  
(ii) repeating steps (a) to (g) until the player accepts an offer  
25 or said terminator is associated with said selected position move.

12. The gaming device of Claim 11, wherein said processor is  
operable to control the play of the game by increasing a plurality of the awards  
associated with the positions if the player rejects said offer.  
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13. The gaming device of Claim 11, wherein said processor is operable to control the play of the game by increasing each of the awards associated with the positions if the player rejects said offer.

5           14. The gaming device of Claim 11, wherein said processor is operable to control the play of the game by enabling the player to select said position moves.

10           15. The gaming device of Claim 11, wherein each position is based on the selected position move and any previously determined position.

16. A gaming device comprising:

- a game;
- a display device adapted to display the game;
- a plurality of positions in the game;
- 5 a plurality of awards including at least one maximum award in the game, wherein a plurality of said awards are associated with a plurality of said positions and said maximum award is associated with at least one of said positions;
- a plurality of position moves in the game;
- 10 a terminator in the game;
- a processor operable with said display device to control the play of the game by:
  - (a) causing a selection of one of said position moves;
  - (b) determining one of said positions based on the selected position
  - 15 move;
  - (c) associating the terminator with at least one of said position moves;
  - (d) forming an offer based on any award associated with the determined position;
  - 20 (e) enabling the player to accept or reject said offer;
  - (f) providing said offer to the player if the player accepts said offer;
  - and
  - (g) if the player rejects said offer:
    - (i) modifying said maximum award based on any award
    - 25 associated with the determined position, and
    - (ii) repeating steps (a) to (g) until the player accepts an offer or said terminator is associated with said selected position move.

17. The gaming device of Claim 16, wherein said processor is

30 operable to control the play of the game by increasing at least one award associated with at least one of said positions if the player rejects said offer.

18. The gaming device of Claim 16, wherein said processor is operable to control the play of the game by increasing a plurality of the awards associated with the positions if the player rejects said offer.

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19. The gaming device of Claim 16, wherein said processor is operable to control the play of the game by increasing each of the awards associated with the positions if the player rejects said offer.

10 20. The gaming device of Claim 16, wherein said processor is operable to control the play of the game by enabling the player to select said position moves.

15 21. The gaming device of Claim 16, wherein each position is based on the selected position move and any previously determined position.

22. A gaming device comprising:  
a game;  
a display device adapted to display the game;  
a plurality of positions in the game;  
5 a plurality of awards in the game, wherein a plurality of said awards are  
associated with a plurality of said positions;  
a plurality of position moves in the game;  
a terminator in the game;  
a processor operable with said display device to control the play of the  
10 game by:  
(a) causing a selection of one of said position moves;  
(b) determining one of said positions based on the selected position  
move;  
(c) associating the terminator with at least one of said positions;  
15 (d) forming an offer based on any award associated with the  
determined position;  
(e) enabling the player to accept or reject said offer;  
(f) providing said offer to the player if the player accepts said offer;  
and  
20 (g) repeating steps (a) to (g) if the player rejects said offer, wherein  
steps (a) to (g) are repeated until the player accepts said offer or said  
determined position is associated with the terminator.

23. The gaming device of Claim 22, wherein said processor is  
25 operable to control the play of the game by enabling the player to select said  
position moves.

24. The gaming device of Claim 22, wherein each position is based  
on the selected position move and any previously determined position.  
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25. A method of operating a gaming device, said method comprising:

(a) determining an initial position from a plurality of positions, wherein an award is associated with each position and each of said positions is in one of at least two ranges of positions;

5 (b) enabling a player to accept or reject the award associated with the determined position;

(c) providing the player said award if the player accepts said award;

(d) causing a selection of one of a plurality of position moves  
10 associated with a first range of positions if the player rejects said award and said position is in the first range, wherein the position moves associated with the first range of positions includes positive values;

(e) causing a selection of one of a plurality of position moves associated with a second range of positions if the player rejects said award  
15 and said position is in the second range, wherein the position moves associated with the second range of positions includes positive and negative values;

(f) determining another position from said plurality of positions, wherein said other position is based on said previously determined  
20 position and said selected position move; and

(g) repeating steps (b) to (f) at least once or until the player accepts said award.

26. The method of Claim 25, which includes enabling the player to  
25 determine said initial position.

27. The method of Claim 25, wherein the position moves in the second position range include a value component and a positive or negative component.  
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28. The method of Claim 27, which includes enabling the player to determine said positive or negative component for at least one of said position moves.

5           29. The method of Claim 27, which includes independently determining the value component and the positive or negative component for at least one of said position moves.

10           30. The method of Claim 25, which includes operating the gaming device through a data network.

31. The method of Claim 30, wherein the data network is an internet.

15           32. A method of operating a gaming device, said method comprising:  
              (a) causing a selection of one of a plurality of position moves;  
              (b) determining one of a plurality of positions based on the selected position move, wherein a plurality of awards are associated with the plurality of positions;  
              (c) associating a terminator with at least one of said position  
20 moves;  
              (d) offering the award associated with the determined position to the player;  
              (e) enabling the player to accept or reject said offered award;  
              (f) providing said offered award to the player if the player  
25 accepts said offered award; and  
              (g) repeating steps (a) to (g) if the player rejects said award, wherein steps (a) to (g) are repeated until the player accepts the offered award or said terminator is associated with the selected position move.

30           33. The method of Claim 32, wherein each position is based on the selected position move and any previously determined position.

34. The method of Claim 32, which includes enabling the player to select said position moves.

5           35. The method of Claim 32, which includes operating the gaming device through a data network.

36. The method of Claim 35, wherein the data network is an internet.

10           37. A method of operating a gaming device, said method comprising:  
              (a) causing a selection of one of a plurality of position moves;  
              (b) determining one of a plurality of positions based on the selected position move, wherein a plurality of awards are associated with the plurality of positions;

15                 (c) associating a terminator with at least one of said position moves;

              (d) offering the award associated with the determined position to the player;

              (e) enabling the player to accept or reject said offered award;

20                 (f) providing said offered award to the player if the player accepts said offered award; and

              (g) if the player rejects said offered award:

                  (i) increasing at least one award associated with at least one position, and

25                   (ii) repeating steps (a) to (g) until the player accepts an offered award or said terminator is associated with the selected position move.

38. The method of Claim 37, wherein each position is based on the selected position move and any previously determined position.

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39. The method of Claim 37, which includes enabling the player to select said position moves.

40. The method of Claim 37, which includes operating the gaming  
5 device through a data network.

41. The method of Claim 40, wherein the data network is an internet.

42. A method of operating a gaming device, said method comprising:  
10 (a) causing a selection of one of a plurality of position moves;  
(b) determining one of a plurality of positions based on the  
selected position move, wherein a plurality of awards are associated with the  
plurality of positions;  
(c) associating a terminator with at least one of said position  
15 moves;  
(d) offering the award associated with the determined position  
to the player;  
(e) enabling the player to accept or reject said offered award;  
(f) providing said offered award to the player if the player  
20 accepts said offered award; and  
(g) if the player rejects said offered award:  
(i) increasing a plurality of awards associated with a  
plurality of said positions, and  
(ii) repeating steps (a) to (g) until the player accepts an  
25 offered award or said terminator is associated with the selected position move.

43. The method of Claim 42, wherein each position is based on the selected position move and any previously determined position.

30 44. The method of Claim 42, which includes enabling the player to select said position moves.

45. The method of Claim 42, wherein each of the awards associated with each of said positions is increased if the player does not accept said offered award.

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46. The method of Claim 42, which includes operating the gaming device through a data network.

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47. The method of Claim 46, wherein the data network is an internet.

48. A method of operating a gaming device, said method comprising:

(a) causing a selection of one of a plurality of position moves;

(b) determining one of a plurality of positions based on the selected position move, wherein a plurality of said positions are associated with a plurality of awards including at least one maximum award;

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(c) associating a terminator with at least one of said position moves;

(d) forming an offer based on any award associated with the determined position;

(e) enabling the player to accept or reject said offer;

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(f) providing said offer to the player if the player accepts said offer;

and

(g) if the player rejects said offer:

(i) modifying said maximum award based on any award associated with the determined position, and

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(ii) repeating steps (a) to (g) until the player accepts an offer or said terminator is associated with said selected position move.

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49. The method of Claim 48, which includes increasing at least one award associated with at least one of said positions if the player rejects said offer.

50. The method of Claim 48, which includes enabling the player to select said position moves.

51. The method of Claim 48, wherein each position is based on the selected position move and any previously determined position.

52. The method of Claim 48, which includes associating a terminator with a plurality of said position moves.

53. The method of Claim 48, which includes operating the gaming device through a data network.

54. The method of Claim 53, wherein the data network is an internet.

55. A method of operating a gaming device, said method comprising:  
(a) causing a selection of one of a plurality of position moves;  
(b) determining one of a plurality of positions based on the selected position move, wherein a plurality of said positions are associated with a plurality of awards;

(c) associating a terminator with at least one of said positions;  
(d) forming an offer based on any award associated with the determined position;

(e) enabling the player to accept or reject said offer;  
(f) providing said offer to the player if the player accepts said offer;

and

(g) repeating steps (a) to (g) if the player rejects said offer, wherein steps (a) to (g) are repeated until the player accepts said offer or said determined position is associated with the terminator.

56. The method of Claim 55, which includes enabling the player to select said position moves.

57. The method of Claim 55, wherein each position is based on the selected position move and any previously determined position.

5 58. The method of Claim 55, which includes operating the gaming device through a data network.

59. The method of Claim 58, wherein the data network is an internet.